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ABSTRACT

A method and system for dynamically linked emulation with a mix of target debuggers on a host computer wherein a debugger for each processor on the target system connects to a target interface for that kind of processor . That target interface then communicates with an emulator dynamic loader on the host computer connected to an emulator. The target interface communicates with the dynamic loader on the host computer to determine if there is support for the desired kind on the emulator. If not a target interface is loaded to the emulator and connected to the already running software on the host. A connection to this target interface software on the emulator is then provided to the host computer.